



# ARTIFICER SUBCLASSES

A DARK FANTASY SUPPLEMENT

Machine Cultist and Reanimator Artificer subclasses  
from a dark fantasy setting



## MACHINE CULTIST SPELLS

| ARTIFICER LEVEL | SPELL  |
|-----------------|--|
| 3rd             | <i>hex, identify</i>                         |
| 5th             | <i>augury, locate object</i>                 |
| 9th             | <i>fear, stinking cloud</i>                  |
| 13th            | <i>Evard's black tentacles, wall of fire</i> |
| 17th            | <i>animate objects, contact other plane</i>  |

## COG IN THE MACHINE

At 3rd level, the Dread Machine has augmented your abilities to better serve as one of its creators. You learn the *eldritch blast* cantrip. This cantrip counts as an artificer spell for you but does not count against your cantrips known.

In addition, the Dread Machine is constantly sending encoded messages from the future to ensure you survive long enough to build it. You can use a bonus action to receive and decode such a message. When you do, you gain one of the following benefits of your choice:

- For the next minute, when you make an ability check or saving throw you roll a 1d4 and add it to the result.
- For the next hour, you add your proficiency bonus to ability checks made to determine initiative and cannot be surprised.
- You can replace an artificer spell you have prepared with any other artificer spell of a level you can cast.

Once you use this bonus action, you can't use it again until you finish a short or long rest.

## INFERNAL ENGINE

Also at 3rd level, the mechanical designs that plague your mind allow you to turn a vehicle you are touching into an Infernal Engine. As a 1-hour ritual and provided you have smith's tools in hand and meet the level requirement, you can convert a mundane vehicle you are touching into your Infernal Engine, with statistics listed later that closest resemble the converted vehicle.

Your Infernal Engine has the following benefits:

- You can operate your Infernal Engine alone without a crew whilst touching it. Nobody else can operate your Infernal Engine vehicle.

## Artificer Specialism Machine Cultist

The Dread Machine, an impossible technological advancement from the far future, whispers in your mind, demanding you build it. How does it speak to you if it doesn't yet exist? How can a machine instruct its creator on its own design? What goals does it have beyond ensuring its own creation? These are questions you will never answer. There won't be time. You'll be too busy finding pieces to build the Dread Machine and its hellish conveyance.

## TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## MACHINE CULTIST SPELLS

Beginning at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Machine Cultist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you can prepare.

- Your Infernal Engine does not require laborers, fuel, or animals to move.
- You are considered proficient with all vehicles for the purpose of ability checks you make to control or maneuver your Infernal Engine. Your proficiency bonus is doubled for such ability checks.
- While you are on the same plane as your Infernal Engine, you know the direction and distance to it.
- If the mending spell is cast on it, it regains 2d6 hitpoints.

You can perform a 1-minute ritual to banish your Infernal Engine into an empty demiplane. You do not need to be touching your infernal engine to complete this ritual. When you complete the ritual, all creatures aboard your Infernal Engine fall until they hit the ground or water, taking any falling damage if required. You can summon your Infernal Engine from this demiplane into an unoccupied space as an action, provided there is enough space within 100 feet of you on the ground or water. If your Infernal Engine of a given type is destroyed, you need to convert another comparable mundane vehicle to replace it.

At any given time you can only have one infernal engine on the same plane of existence as you. If you try to convert a vehicle into an Infernal engine or summon one from the demiplane, it fails to convert or be summoned.

You can only have up to one of each of the below Infernal Engines stored within the demiplane or converted into an infernal engine at any given time. If at any point you have two infernal engines of the same type, both within or outside the demiplane, choose which vehicle remains an infernal engine. All other vehicles of the same type return to their original mundane state. If a vehicle within your demiplane is turned mundane, it is lost to the astral plane.

## ELDRITCH ORDNANCE

At 5th level, when you cast a spell of 1st level or higher, add 1d8 to the damage dealt.

Additionally, while aboard your infernal engine, when you cast *eldritch blast* you can add your Intelligence modifier to all of the damage rolls if you don't already add an ability modifier to them.

## DREAD PACT MAGIC

Starting at 9th level, the Dread Machine grants you greater power in exchange for your ongoing pledge to create it at all costs. You can cast any artificer spell you have prepared without expending a spell slot. This spell is cast as if you had expended the highest-level spell slot available to an artificer of your level in this class. Once you cast a spell in this way, you can't do so again until you finish a long rest.

## INFERNAL DREAD

Starting at 9th level, the Dread Machine has imbued your Infernal Engine with greater eldritch power. Once per long rest, while you are touching your Infernal Engine, you can use a bonus action to make your Infernal Engine emit a 120 foot aura of dread for 1 minute from its center most point. When you use this feature, you can choose any number of creatures you can see to be unaffected by this feature. Whenever an affected creature that can see you enters the area of this feature or starts its turn within it, they must succeed on a Wisdom saving throw against your spell DC. On a failed save, the creature becomes frightened of you. While frightened this way, a creature must take the Dash action and move away from you by the safest route on each of its turns, unless there is nowhere to move.

At the end of any affected creature's turn it can make another Wisdom saving throw. The affected creature has advantage on the saving throw if it is in a location where it doesn't have line of sight to you or your infernal engine. On a success, the effect ends for that creature.

A creature that succeeds on the saving throw is immune to this feature for the next 24 hours.

## APOCALYPTIC METAMORPHOSIS

At 15th level, your body undergoes changes in preparation for the Dread Machine's arrival. You gain the following benefits:

- You have resistance to damage from magic.
- While you are aboard your Infernal Engine, the vehicle has resistance to all damage and advantage on saving throws.

## INFERNAL ENGINES

| VEHICLES         | SPEED** | TRAVELING SPEED** | PASSENGERS* | CARGO*    | AC | HP  | DAMAGE THRESHOLD* | LEVEL REQUIREMENT | DIMENSIONS (LxW)    |
|------------------|---------|-------------------|-------------|-----------|----|-----|-------------------|-------------------|---------------------|
| Chariot          | 60 ft.  | 10 mph            | 0           | 1/2 ton   | 13 | 50  | -                 | 3                 | 5x5 feet            |
| Wagon            | 40 ft.  | 8 mph             | 8           | 3 ton     | 11 | 80  | -                 | 3                 | 10x5 feet           |
| Rowboat          | 30 ft.  | 1 1/2 mph         | 3           | 1/2 ton   | 10 | 50  | -                 | 3                 | 10x5 feet           |
| Carriage         | 60 ft.  | 10 mph            | 4           | 2 1/2 ton | 13 | 100 | 5                 | 6                 | 10x5 feet           |
| Longboat         | 50 ft.  | 7 mph             | 10          | 10 ton    | 14 | 200 | 10                | 10                | 60x15 feet          |
| Armored Carriage | 40 ft.  | 8 mph             | 4           | 1 ton     | 15 | 150 | 10                | 14                | 60x15 feet          |
| Hot-Air Balloon  | 60 ft.  | 10 mph            | 5           | 1/2 ton   | 13 | 100 | 5                 | 14                | 10x10 feet (basket) |

\* Refer to pages 118-120 of the DMG for a detailed explanation.

\*\*Speeds for vehicles moving in/on their originally intended medium (water, air, ground).



## Artificer Specialism

# Reanimator

Most artificers prefer to work with chemicals or metals, but you work with flesh and bone. Other artificers are known to push boundaries in pursuit of magical advancement, but you transgress even those limits. These differences have resulted in your unique ability to manipulate the states of life and death. Others may believe these states are static, but to a reanimator they are dynamic — what is living may die, and what is dead may live again.

### TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with surgeon's. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

#### New Artisan Tool: Surgeon's Tools

Surgeons tools include scalpels, syringes, a vial of mild sedative, three rolls of gauze, and a bonesaw. These tools weigh 5 lbs and cost 25 gp.

## REANIMATOR SPELLS

Beginning at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Reanimator Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### REANIMATOR SPELLS

| ARTIFICER LEVEL | SPELL   |
|-----------------|---|
| 3rd             | <i>cure wounds</i> , <i>witch bolt</i>                                      |
| 5th             | <i>gentle repose</i> , <i>hold person</i>                                   |
| 9th             | <i>revivify</i> , <i>call lightning</i>                                     |
| 13th            | <i>storm sphere</i> <sup>XGE</sup> , <i>summon construct</i> <sup>TCE</sup> |
| 17th            | <i>danse macabre</i> <sup>XGE</sup> , <i>raise dead</i>                     |

## MODERN PROMETHEUS

Your transgressive experiments with life after death have borne fruit, and you have created a composite golem. It's friendly to you and your companions and obeys your commands. See its game statistics in the Composite Golem stat block, which uses your proficiency bonus (PB) in several places. Your composite golem is covered in the stitches and staples necessary to keep the various body parts it's composed of attached to one another.

In combat, the golem shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses

its move to avoid danger. If you are incapacitated, the golem can take any action of its choice, not just Dodge.

If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your surgeon's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The golem returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new composite golem if you have surgeon's tools and spare parts with you. If you already have a golem from this feature, the first one immediately perishes. The composite golem also perishes if you die.

## MACABRE MODULES

Also at 3rd level, you can upgrade your composite golem in your idle time. When you finish a long rest, choose two macabre modules from the list below. Your golem gains the benefit of these modules until you use this feature again. Starting at 9th level, you can choose three macabre modules when you finish a long rest.

**Adamant Staples.** Your composite golem's weapon attacks count as magical for the purposes of overcoming damage resistances. In addition, the golem has resistance to damage from critical hits.

**Beastial Components.** Your composite golem incorporates animal components to enhance its abilities. While this module is installed, your golem's base movement speed increases by 10 feet, it has advantage on Wisdom (Perception) ability checks that rely on scent, and it has darkvision out to a distance of 120 feet.

**Electric Touch.** Your composite golem can cast the *shocking grasp* cantrip. When it casts this cantrip, it uses your spell attack modifier, counts as your level for the purposes of the cantrip's damage scaling, and scores a critical hit on a result of 19 or 20 on the attack roll.

**Growth Hormone.** Your composite golem's size increases to Large. Its maximum hit points increase by 2 per level you have in this class.

**Iron Knuckles.** When your composite golem hits a creature with a slam attack, that creature must succeed on a Strength saving throw with a DC of your artificer spell save DC or be pushed 5 feet or knocked prone (your choice).

## ENLIVENING DISCHARGE

At 5th level, when your composite golem is within 60 feet of you, you can use an action to fire a bolt of empowering energy at it. When you do, it gains the following benefits for the next minute:

- It gains resistance to bludgeoning, piercing, and slashing damage.
- It regains a number of hit points equal to your Proficiency Bonus at the start of each of its turns.
- Its slam attack deals an additional 1d10 lightning damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

## REANIMATE DEAD

At 9th level, you always have the *animate dead* spell prepared and can cast it without expending a spell slot. It counts as an artificer spell for you and does not count against the maximum number of spells you can prepare. When you cast the spell, the creature type of the skeletons or zombies created changes from undead to construct and has resistance to lightning damage.

Once you cast this spell without expending a spell slot, you cannot do so again until you finish a long rest.

In addition, whenever you create a construct with a spell, one can be created with a macabre module of your choice. Only one construct other than your Composite Golem can have a macabre module at any given time.

## SPARK OF LIFE

Starting at 15th level, your understanding of the role that electricity has in starting and stopping life has led to improved outcomes. When you cast an artificer spell that restores hit points or deals lightning damage, roll 2d6 and add the result to the amount healed or lightning damage dealt by the spell.

## COMPOSITE GOLEM

*Medium construct*

**Armor Class** 11 + PB (natural armor)

**Hit Points** 5 + five times your artificer level (the golem has a number of Hit Dice [d8s] equal to your artificer level)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 16 (+3) | 8 (-1) | 15 (+2) | 8 (-1) | 11 (+0) | 6 (-2) |

**Saving Throws** Str +3 plus PB, Con +2 plus PB

**Skills** Athletics +4 plus PB, Intimidation -2 plus PB x 2

**Damage Resistances** lightning, necrotic, poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** passive Perception 10 + PB

**Languages** understands the languages you speak

**Challenge** —

**Proficiency Bonus (PB)** equals your bonus

### ACTIONS

**Slam.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + PB bludgeoning damage.

### REACTION

**Grounding Bolts.** When the golem takes lightning damage, it gains temporary hit points equal to the damage it takes. As part of the same reaction, a creature within 30 feet of your golem must succeed on a Dexterity saving throw against your artificer spell save DC or take lightning damage equal to the temporary hit points gained. On a success, the creature takes half as much lightning damage.



# Artificer Infusions

The following new artificer infusions are presented in alphabetical order.

## ADAMANT DEFENDER

*Prerequisite:* Battle Smith specialty

*Item:* Your steel defender (requires attunement)

Your steel defender gains the following benefits:

- Critical hits against the steel defender become normal hits.
- Your steel defender's maximum hit points increase by an amount equal to your level in this class.
- Your steel defender gains a +1 bonus to melee weapon attack and damage rolls. When you reach 10th level in this class, this bonus increases to +2.

## ADVANCED POTION CRAFT

*Prerequisite:* Alchemist specialty

*Item:* An empty vial

Using this infusion, you produce a particular magic potion that fills the empty vial. Doing so requires 1 minute of work, at the end of which you can choose a potion from the Producible Potions tables. A table's title tells you the level you must be in the class to choose a potion from the table. The potion remains magical until you use this infusion to create another potion, at which time the first potion becomes inert and has no effect. Once you create a potion using this infusion, you can't create another potion until you finish a long rest.

### PRODUCIBLE POTIONS (3RD-LEVEL ARTIFICER)

*potion of animal friendship*  
*potion of climbing*  
*potion of diminution*  
*potion of fire breath*  
*potion of healing*  
*potion of invisibility*  
*potion of mind reading*  
*potion of resistance*  
*potion of water breathing*

### PRODUCIBLE POTIONS (6TH-LEVEL ARTIFICER)

*elixir of health*  
*potion of clairvoyance*  
*potion of flying*  
*potion of gaseous form*  
*potion of giant strength, hill giant*  
*potion of growth*  
*potion of greater healing*  
*potion of heroism*

### PRODUCIBLE POTIONS (10TH-LEVEL ARTIFICER)

*oil of sharpness*  
*oil of slipperiness*  
*potion of giant strength, frost/stone giant*  
*potion of superior healing*  
*potion of speed*  
*potion of vitality*

### PRODUCIBLE POTIONS (14TH-LEVEL ARTIFICER)

*oil of etherealness*  
*potion of giant strength, fire giant*  
*potion of supreme healing*  
*potion of invulnerability*

## BOOK OF SCHOLASTIC MYSTICISM

*Item:* A book worth at least 10 gp  
*(requires attunement by a spellcaster)*

When you use this infusion, choose one school of magic.

A creature attuned to this book may study it for 10 minutes to add two spells of its choice from the chosen spell school to its spellcasting list. These spells must be of a level which the creature can cast and are considered known and prepared by the creature without counting against their spells known or prepared. These benefits continue until the creature loses attunement to the item or studies the book again.

## ENHANCED TOOLS

*Item: A tool kit*

This magic tool kit grants a +2 bonus to ability checks that add proficiency with the tool kit to the roll.

This bonus increases to +3 when you reach 10th level in this class.

## INFERNAL IMPLANT

*Prerequisite: Machine Cultist specialty*

*Item: A piece of machinery*

Using this infusion, you implant a piece of machinery into your body and infuse it with the hellish resonance of the Dread Machine. You gain an Eldritch Invocation of your choice. You must meet the prerequisites to take an Eldritch Invocation gained from the infusion with your artificer level counting as your warlock level for the purposes of meeting a level prerequisite. In addition, if the Eldritch Invocation uses your Charisma or Charisma modifier you can use your Intelligence or Intelligence modifier instead.

## IRON FEATHER ARMOR

*Prerequisite: Armorer specialty*

*Item: A suit of armor*

The wearer of the armor gains these benefits:

- The wearer counts as one size larger when determining carrying capacity and the weight they can push, drag, or lift.
- The wearer has advantage on saving throws against being knocked prone or moved against their will.

When you reach 10th level in this class, the wearer gains an additional benefit:

- The wearer can use a bonus action to gain a flying speed of 60 feet for up to 10 minutes. Once this bonus action is used, it cannot be used again until the wearer finishes a short or long rest.

## MODULAR MASTERY

*Prerequisite: Reanimator specialty*

Using this infusion, you can choose an additional macabre module to upgrade your composite golem when you finish a long rest. It gains the benefit of this module until you use this infusion again to choose a different module.

Starting at 9th level, you can choose two additional macabre modules to your composite golem when you finish a long rest.

## POTION INJECTION PROJECTOR

*Item: A crossbow, any*

Using this infusion, you turn a crossbow into a long-range potion dispenser. While changed in this way, the crossbow cannot be used as a weapon. While holding this crossbow, you can use a bonus action to load a

potion into the syringe. As an action you can fire a syringe at a creature you can see within the crossbow's normal range. Unwilling creatures can make a Dexterity saving throw against your artificer spell save DC, avoiding the syringe on a successful saving throw.

A creature hit by the crossbow's syringe gains the effect of having consumed the potion you last loaded into it.

## SHIP OF SKY SAILING

*Prerequisite: 14th-level artificer*

*Item: A sea vehicle*

This sea vehicle gains a fly speed equal to twice its normal speed.

## SPELLSLINGER'S SIDEARM

*Prerequisite: Artillerist specialty*

*Item: A rod, staff, or wand (requires attunement)*

While holding this item, a creature who makes a spell attack roll can reroll any damage dice that show 1 or 2. They must use the second result.



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